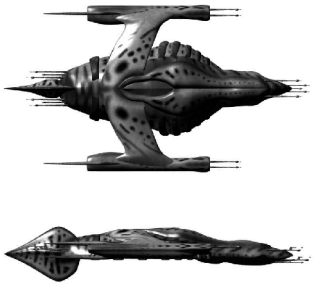


Neshatan Variant (Common)
Version 1: B5Wars.net/R-1

Name: _____ Counter: _____

Minbari Neshati System Defender

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16
In Service: 2263	Turn Delay: 4/3 Speed	Stb/Port Defense: 19
Point Value: 2000	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor: 350	Pivot Cost: 5+5 Thrust	Extra Power: +14
Jump Delay: 10 Turns	Roll Cost: 5+5 Thrust	Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Molecular Pulsar
Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
2 Flyers

SPECIAL NOTES
Impr. Neutron Lasers begin scenarios already charged in Sustained Mode.
Limited Deployment (33%)
Gravitic Drive System

SENSOR DATA
Defensive EW

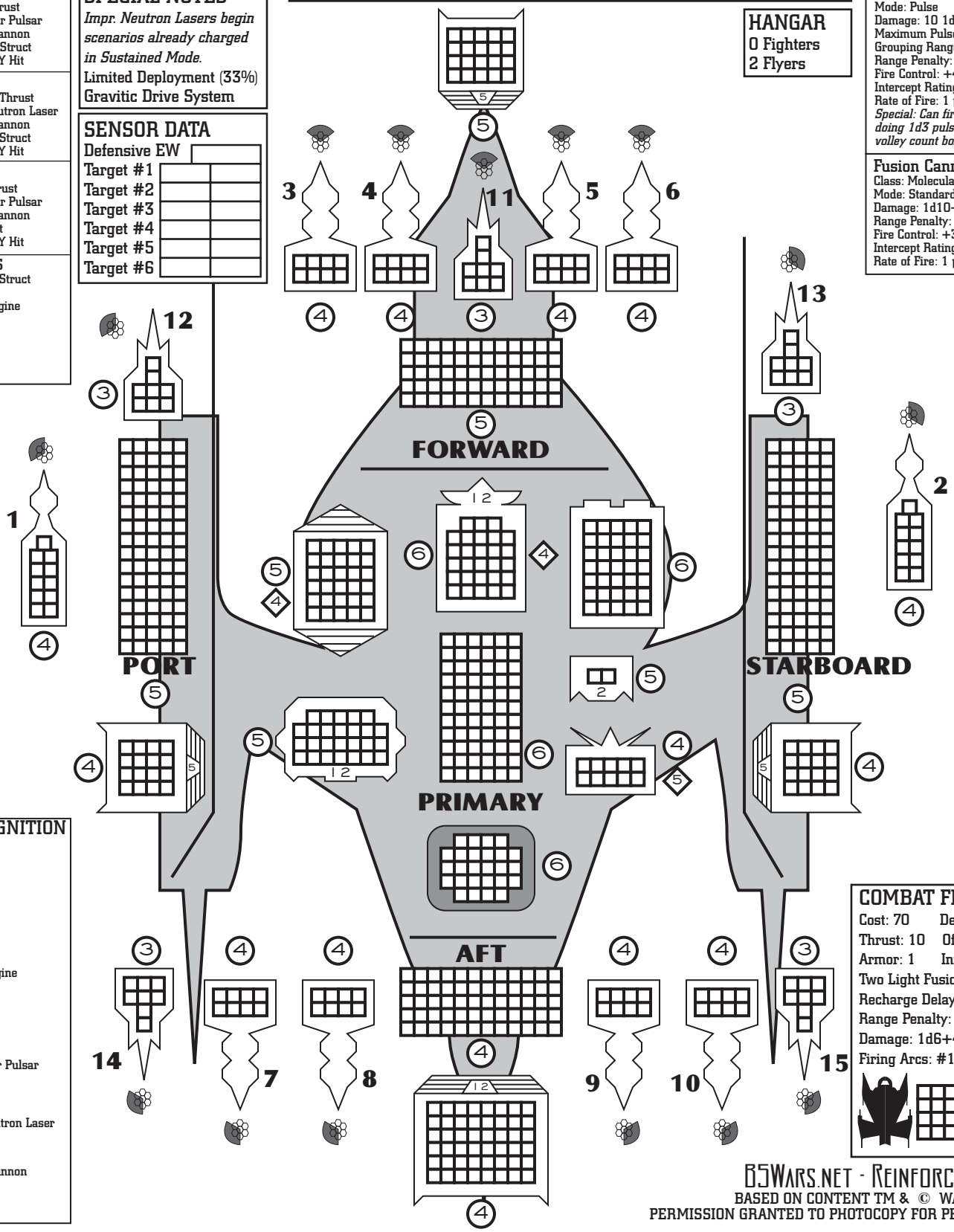
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD HITS
1-4: Retro Thrust
5-9: Molecular Pulsar
10: Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Impr. Neutron Laser
8: Fusion Cannon
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Molecular Pulsar
11-12: Fusion Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Engine
10-12: Jump Engine
13-14: Jammer
15-16: Sensors
17: Hangar
18-19: Reactor
20: C & C



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Molecular Pulsar
Impr. Neutron Laser
Fusion Cannon
Jammer

COMBAT FLYERS
Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Recharge Delay: None
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

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